13. The method of claim 12, wherein a rate of movement of the three-dimensional position of the 3-D object is time varying.

14. The method of claim 12, wherein the three-dimensional position of the 3-D object changes at least one of continuously, non-continuously and combinations thereof.

15. The method of claim 1, further comprising:

receiving an input signal to change the three-dimensional position of the 3-D object.

16. The method of claim 15, wherein the three-dimensional position of the 3-D object is changed to enlarge a feature in the 3-D gaming environment displayed on the display device.

17. The method of claim 1, further comprising:

displaying simultaneously a portion of a rendered two-dimensional image on a first display device on the gaming machine and the portion of the rendered two-dimensional image on a second display device on the gaming machine.

18. The method of claim 1, further comprising:

displaying simultaneously a first portion of a rendered two-dimensional image on a first display device on the gaming machine and a second portion of the rendered two-dimensional image on a second display device on the gaming machine.

19. The method of claim 1, further comprising:

displaying simultaneously a rendered two-dimensional image on a display device on a first gaming machine and the rendered two-dimensional image on a display device on a second gaming machine.

20. The method of claim 1, further comprising:

rendering a first two-dimensional image derived from a first three dimensional object in the 3-D gaming environment;

rendering a second two-dimensional image derived from a second three dimensional object in the 3-D gaming environment;

displaying simultaneously said first rendered two-dimensional image and said second rendered two-dimensional image on one or more display devices on the gaming machine.

21. The method of claim 1, further comprising:

rendering a first two-dimensional image derived from a three dimensional object in a first gaming environment;

rendering a second two-dimensional image derived from a three-dimensional object in a second gaming environment;

displaying simultaneously said first rendered two-dimensional image and said second rendered two-dimensional image on one or more display devices on the gaming machine.

22. The method of claim 1, further comprising:

rendering a first two-dimensional image derived from a first three dimensional object in the 3-D gaming environment;

rendering a second two-dimensional image derived from a second three dimensional object in the 3-D gaming environment;

displaying simultaneously said first rendered two-dimensional image on one or more display devices located on a first gaming machine and said second rendered two-dimensional image on one or more display devices on a second gaming machine.

23. The method of claim 22, wherein the first rendered two-dimensional image displayed on the first gaming machine and the second rendered two-dimensional image displayed on the second gaming machine are used by two game players, one on the first gaming machine and one on the second gaming machine, to play a game against each other.

24. The method of claim 22, wherein the first rendered two-dimensional image displayed on the first gaming machine and the second rendered two-dimensional image displayed on the second gaming machine are used by two game players, one on the first gaming machine and one on the second gaming machines, to share a bonus game.

25. The method of claim 1, wherein the gaming environment comprises one or more 3-D object models defined by a plurality of surface elements.

26. The method of claim 25, wherein at least one of the 3-D object models is a 3-D model of a slot reel.

27. The method of claim 25, wherein at least one of the 3-D object models is a 3-D model of a gaming machine.

28. The method of claim 25, wherein the one or more 3-D object models is a 3-D model of a casino.

29. The method of claim 25, wherein the position of at least one of the 3-D object models is time varying.

30. The method of claim 25, wherein at least one of the 3-D object models is at least one of an animated 3-D model of a person or a 3-D model of a fictional character.

31. The method of claim 1, wherein the game of chance is selected from the group consisting of a slot game, a keno game, a poker game, a pachinko game, a video black jack game, a bingo game, a baccarat game, a roulette game, a dice game and a card game.

32. The method of claim 1, further comprising:

receiving an input signal to initiate one or more games of chance.

33. The method of claim 1, further comprising:

receiving a wager for a first game and receiving a wager for a second game; and

rendering a game outcome presentation for said first game and said second game in the 3-D gaming environment;

34. The method of claim 1, further comprising:

receiving one or more input signals containing information used to play the game of chance.

35. The method of claim 1, further comprising:

receiving one or more input signals containing information used to select a 3-D gaming environment for the game of chance.

36. The method of claim 35, further comprising:

displaying a menu of games of chance available on the gaming machine;

receiving one or more inputs signals containing information used to select one or more of games of chance listed on said menu.

37. The method of claim 1, wherein a rendered two-dimensional image displayed to the display device provides